**FIG. 3**

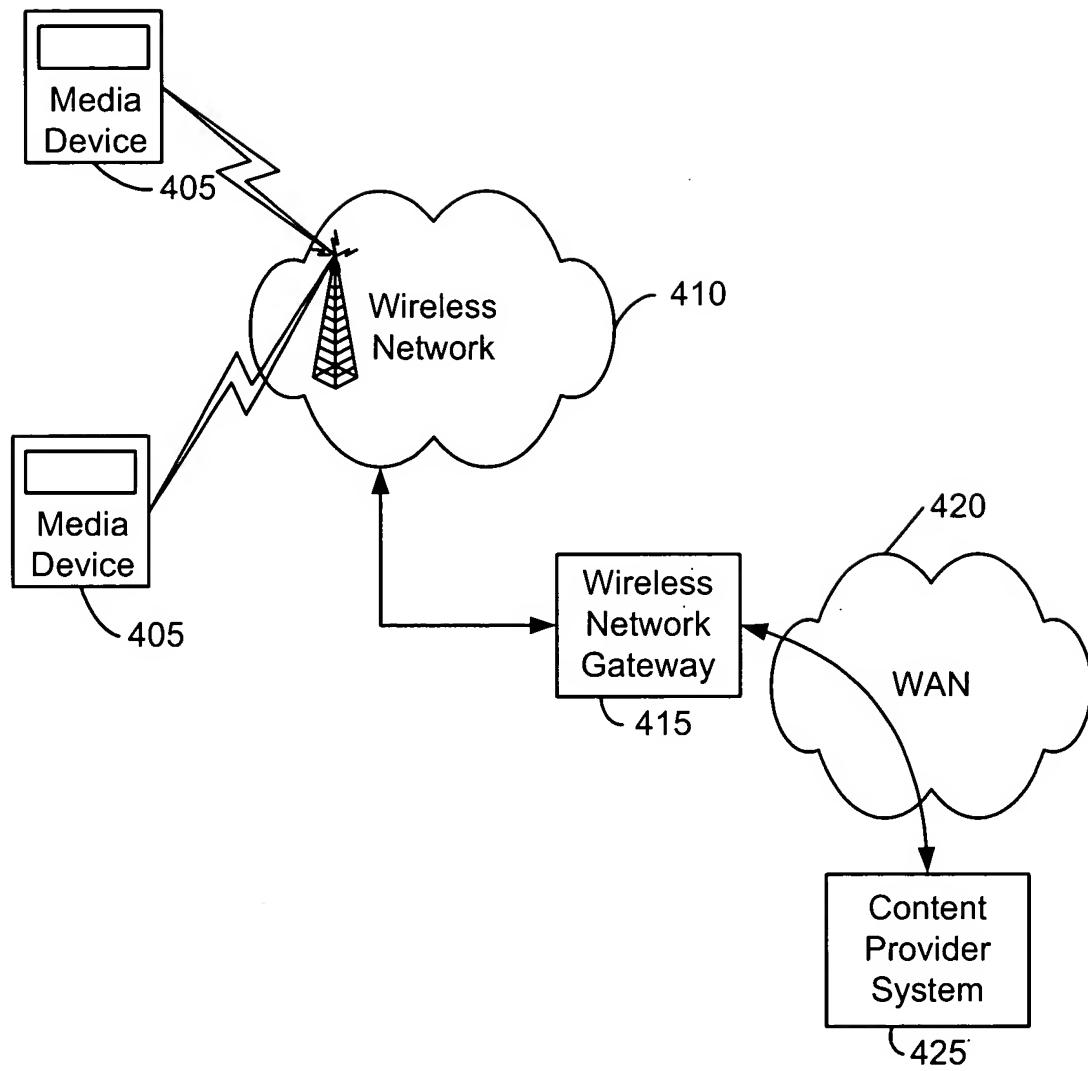
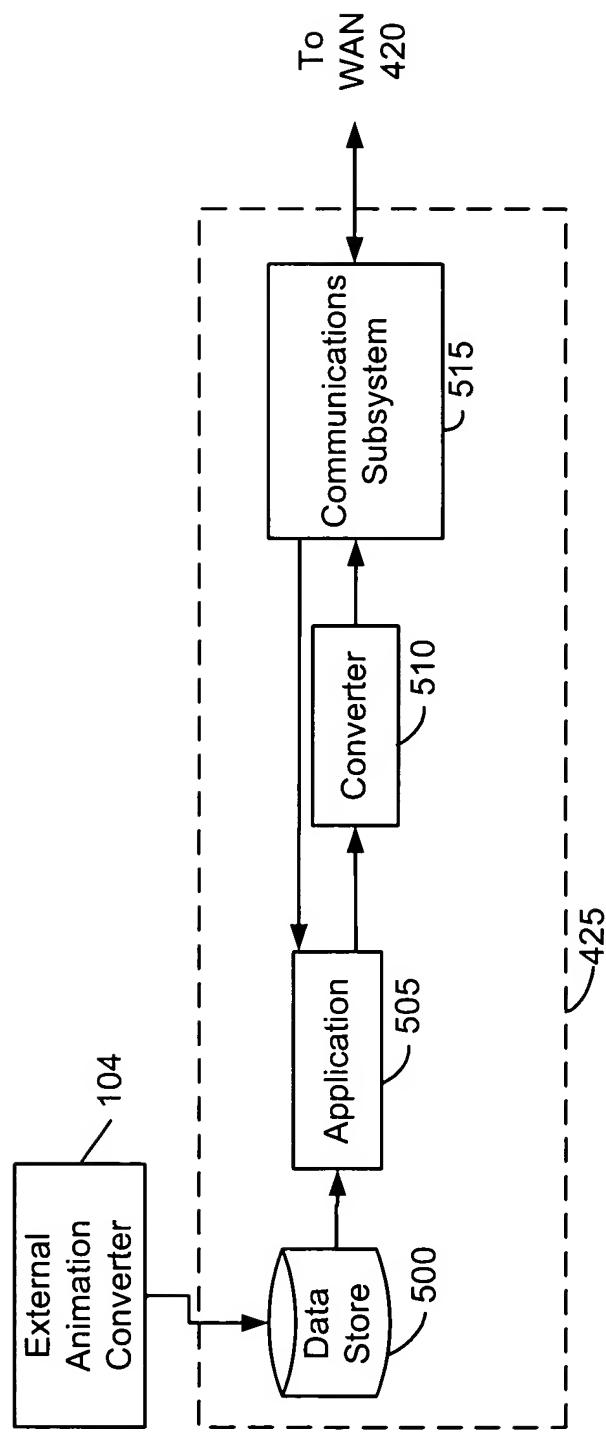
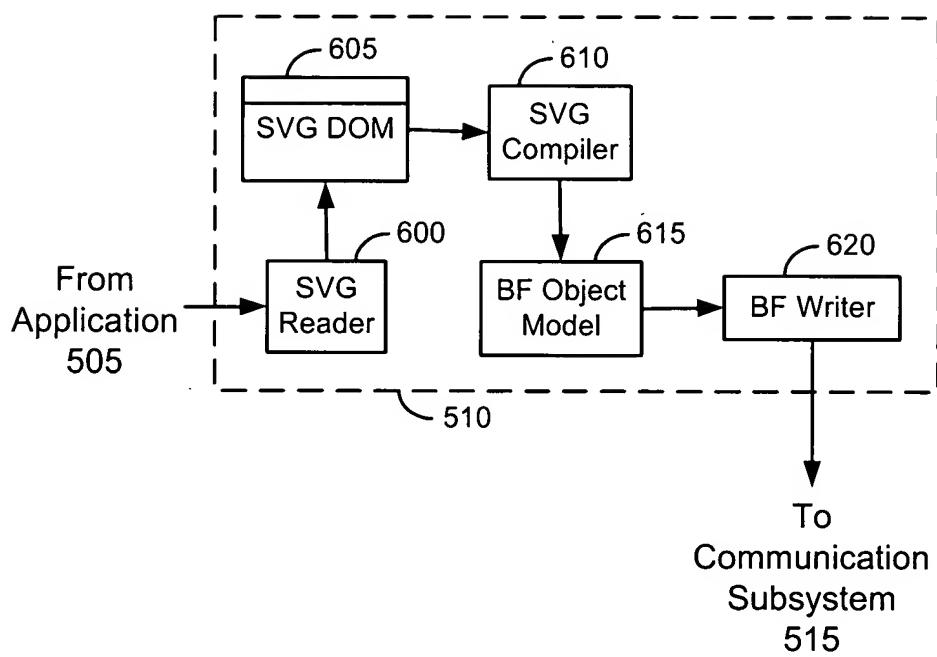


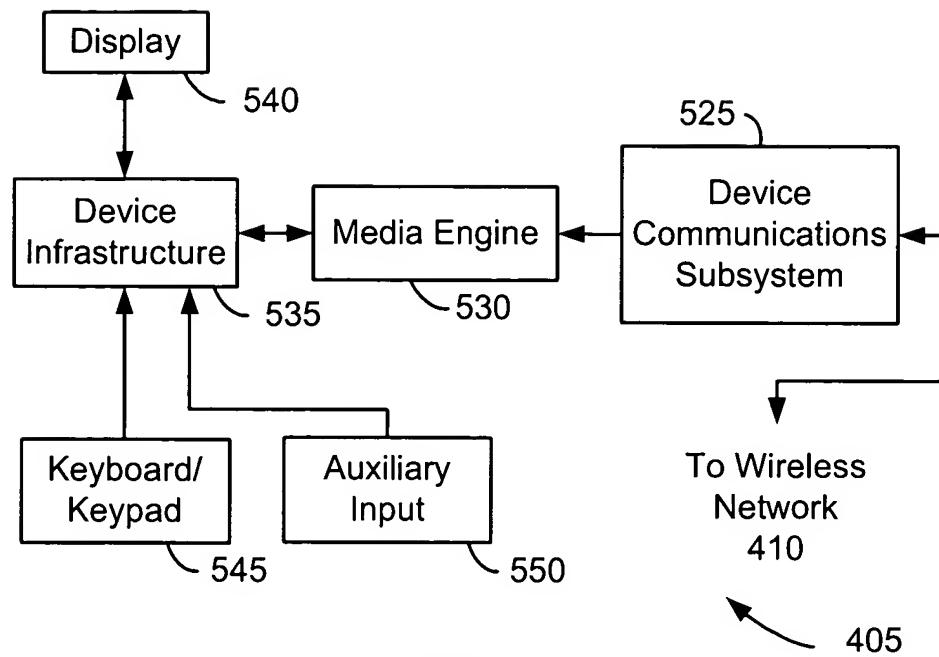
FIG. 4



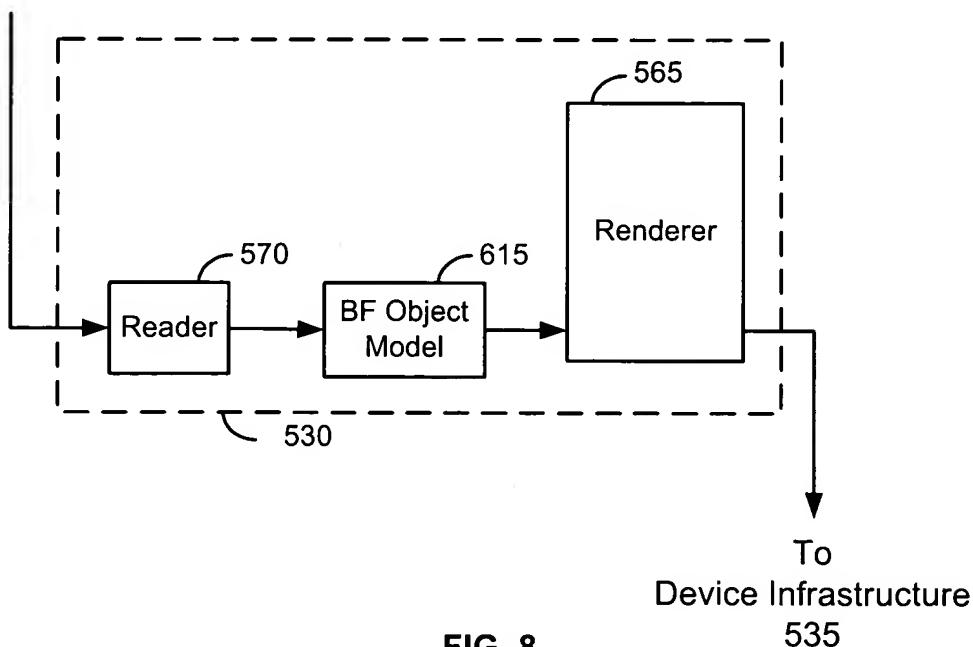
**FIG.5**



**FIG. 6**

**FIG. 7**

From  
Device  
Communications  
Subsystem  
525

**FIG. 8**

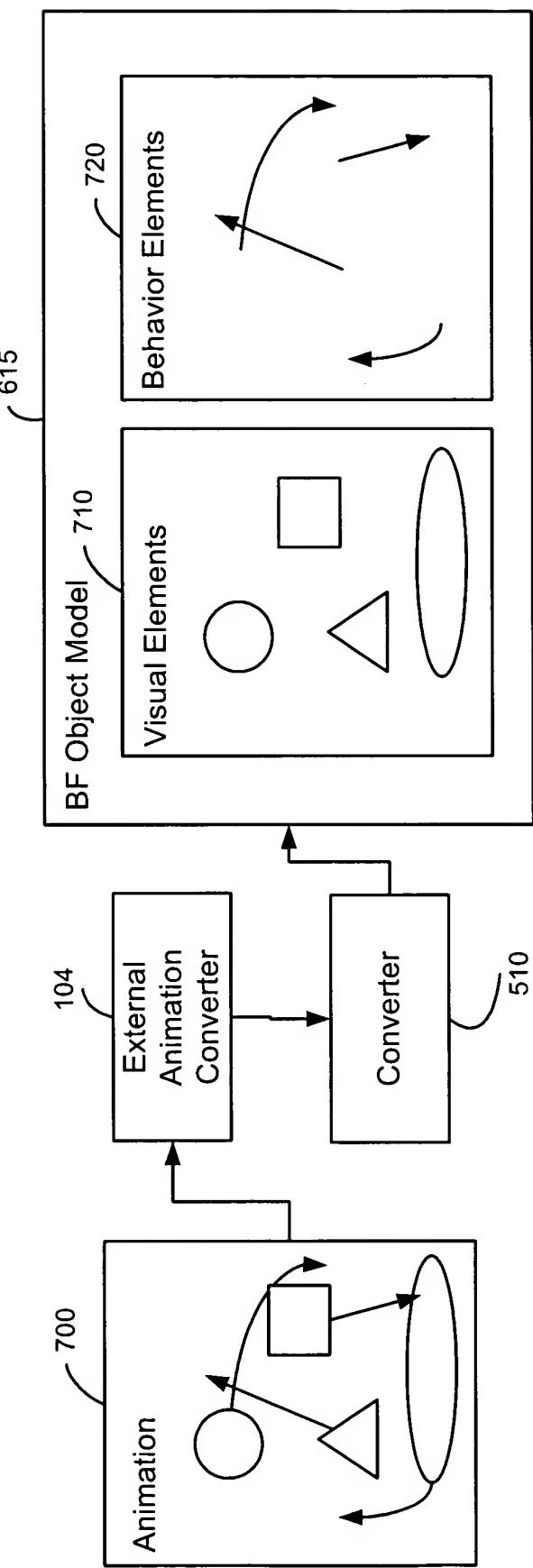
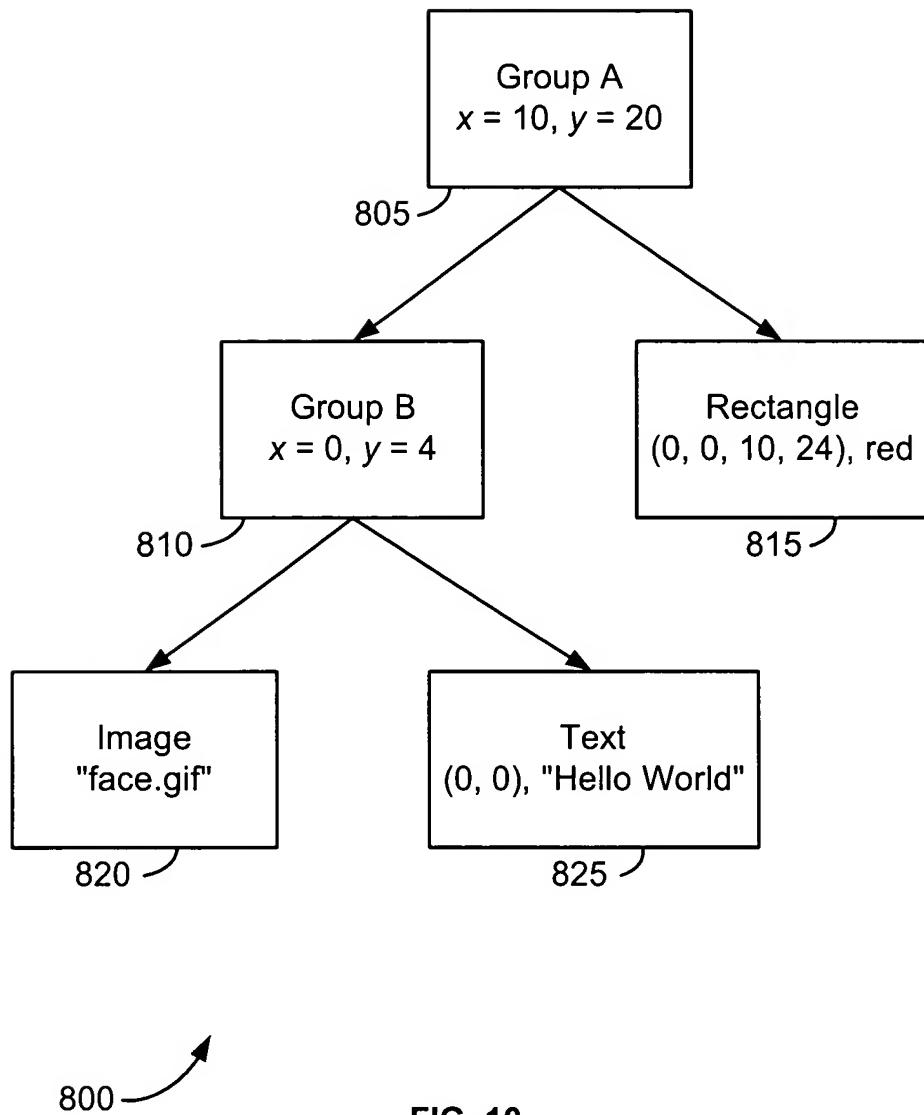
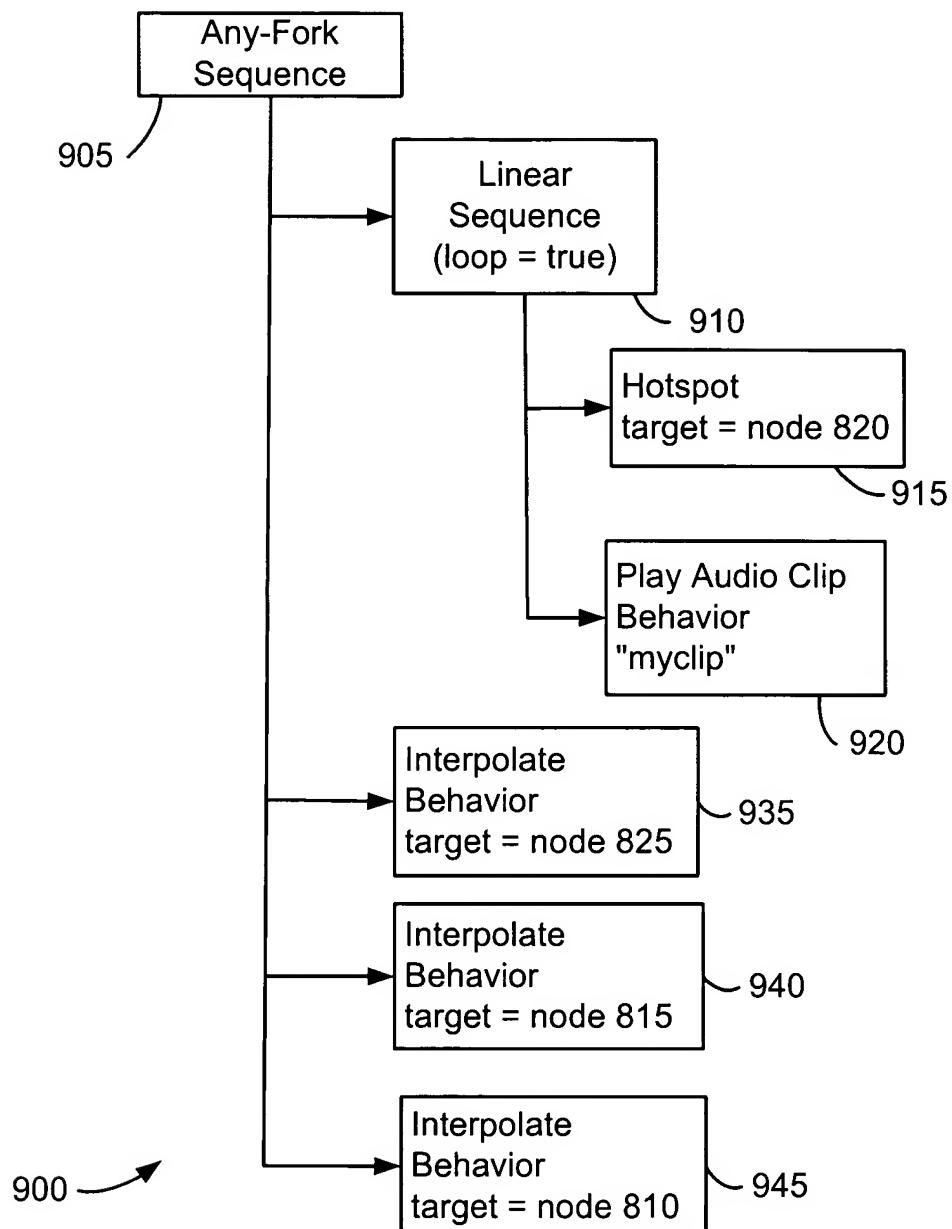
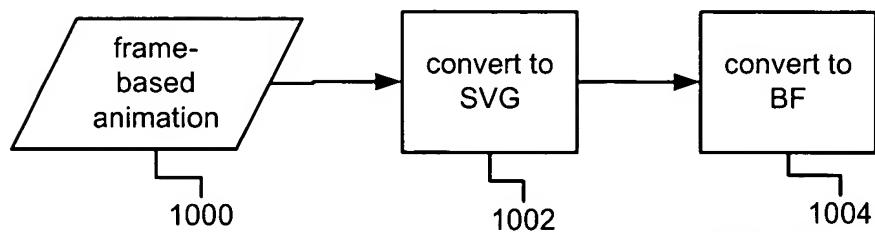
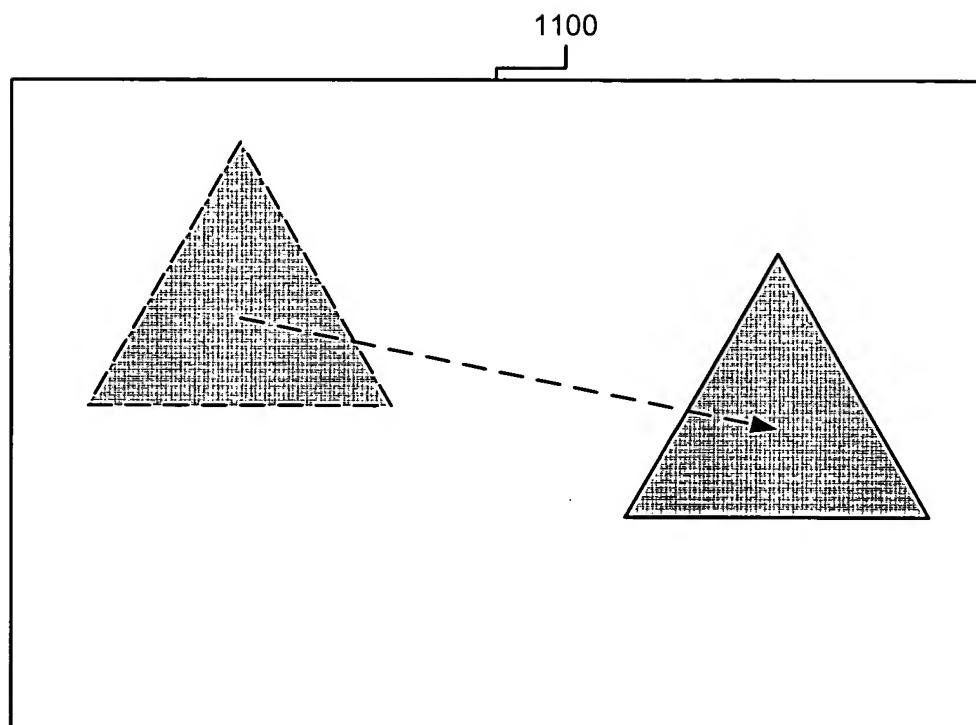


FIG. 9



**FIG. 10**

**FIG. 11****FIG. 12**



```
tellTarget ("A") {  
    play ();  
}
```

1102

**FIG. 13**

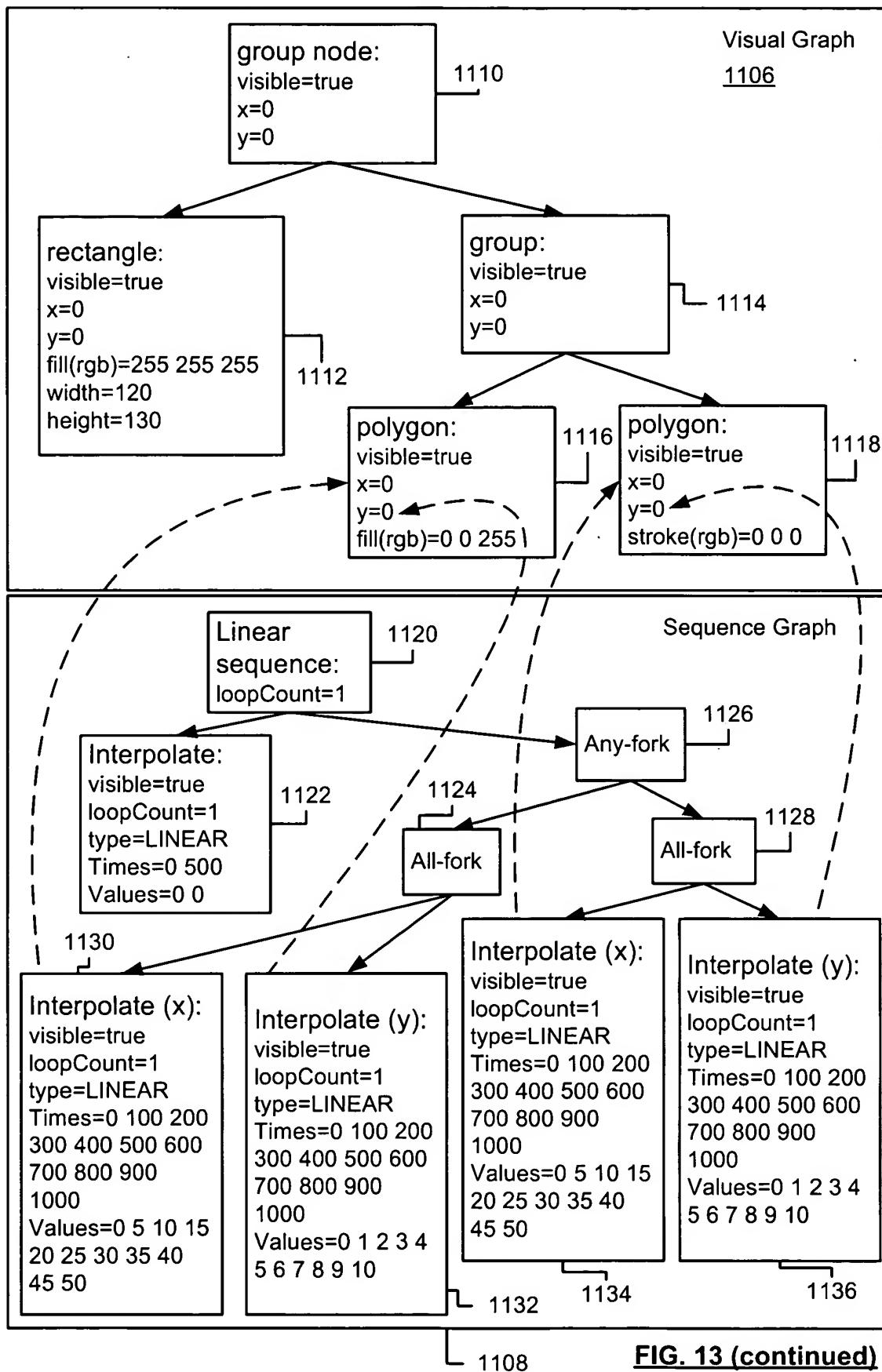
```
<svg
    width="120.0"
    height="130.0">

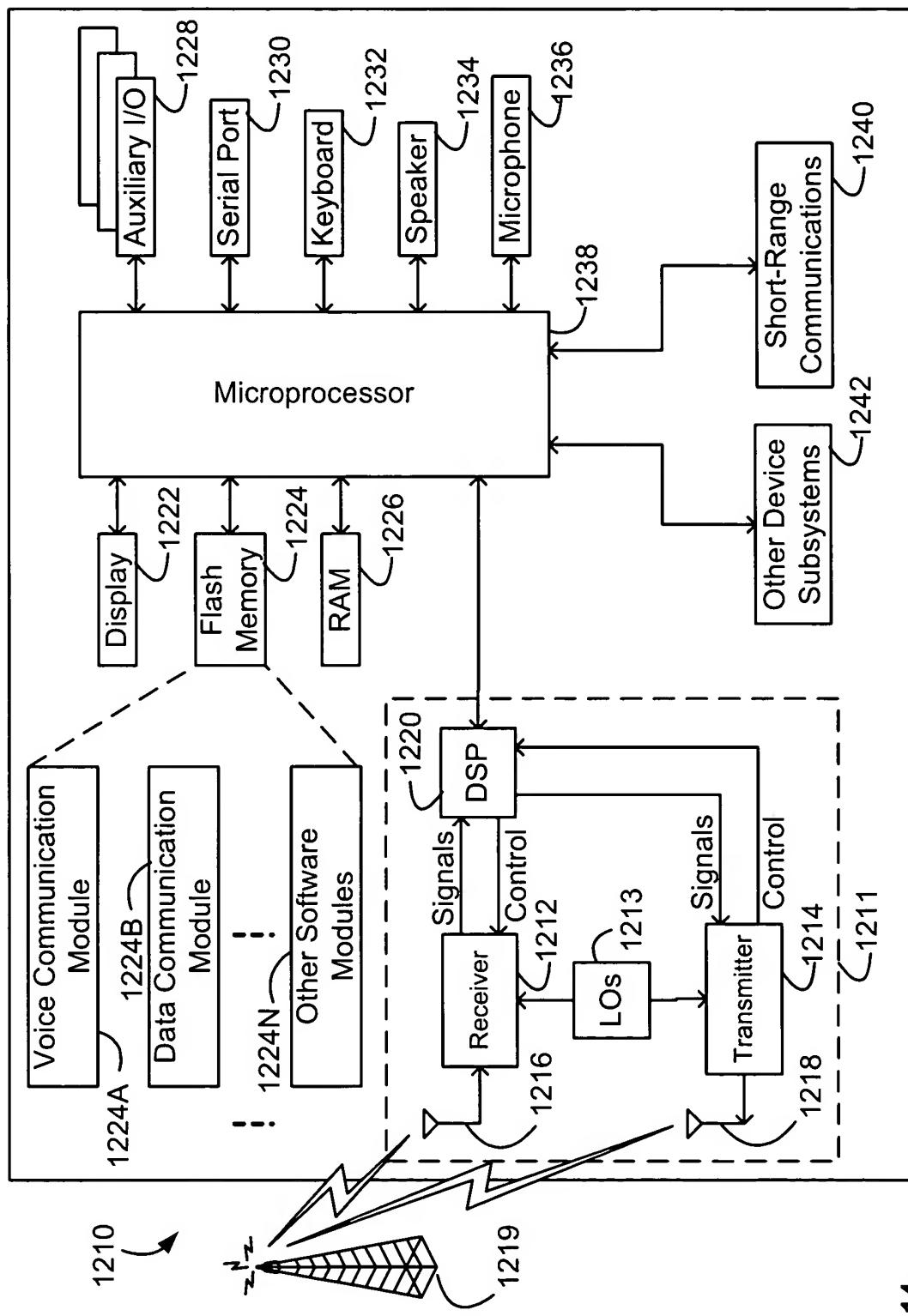
    <!-- Background rectangle -->
    <rect
        x="0.0"
        y="0.0"
        width="120.0"
        height="130.0"
        fill="rgb(255,255,255)"/>

    <path
        fill="rgb(0,0,255)"
        stroke="rgb(0,0,0)"
        stroke-width="1.0"
        stroke-linecap="round"
        stroke-linejoin="round"
        d="M20.0 0.0L0.0 30.0L40.0 30.0L20.0 0.0">
        <animateTransform
            begin="0.5"
            attributeName="transform"
            dur="1s"
            type="translate"
            keyTimes="0; 0.1; 0.2; 0.3; 0.4; 0.5; 0.6; 0.7; 0.8; 0.9; 1.0"
            values="0.0 0.0; 5.0 1.0; 10.0 2.0; 15.0 3.0; 20.0 4.0; 25.0
            5.0; 30.0 6.0; 35.0 7.0; 40.0 8.0; 45.0 9.0; 50.0 10.0"
            fill="freeze"/>
    </path>
</svg>
```

1104

**FIG. 13 (continued)**

**FIG. 13 (continued)**

**FIG. 14**